

XBOX



**-MUSTANG-**

THE LEGEND LIVES



# Safety Information

## About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

**Other Important Health and Safety Information** The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

## Avoid Damage to Your Television

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

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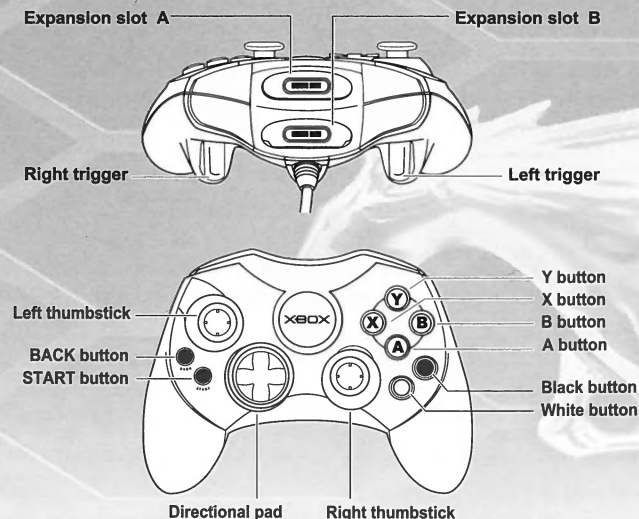
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## GETTING STARTED

### XBOX CONTROLLER S

**FORD MUSTANG** can be played using either the Xbox® Controller or Steering Wheel Controllers. All control setups outlined below are default configurations; button configuration can be changed in the Options menu.



ACTION	XBOX CONTROLLER S	WHEEL
Menu Navigation	Directional Pad/Left Thumbstick	Directional Pad
Accept Choice in Menu Navigation	A Button	A Button
Steering	Directional Pad/Left Thumbstick	Wheel
Accelerate	Right Trigger	Accelerate
Brake/Reverse	Left Trigger	Brake
Gear Up (Manual and Semi-Auto Transmissions only)	Y Button	X Button
Gear Down (Manual Transmission Only)	X Button	A Button
Look Behind	Black Button	Black Button
Hand Brake	A Button	B Button
High Beam Lights	Click Right Thumbstick	N/A
Toggle HUD	BACK Button	BACK Button
Change View	White Button	Y Button
Pause	START Button	START Button

## The Legend Lives

Since April of 1964 the Mustang has sold over 8 million vehicles and has generated a strong following of enthusiasts, aftermarket manufacturers, websites, and publications—all dedicated to this iconic vehicle. **Ford Mustang** allows you to get behind the wheel and drive the hottest cars from the 40 year history of the Ford Mustang on 22 tracks in 7 U.S. cities.

From the Title Screen, press the START button to begin the game!

### THE PLAYER PROFILE MENU

Use the directional pad or the left thumbstick to choose either *New Profile* or *Load Profile*.

**New Profile** – Highlight the *New Profile* icon and press the A button to begin creating a new profile. Enter a profile name by using the left thumbstick or directional pad to highlight letters and pressing the A button to select them. Once you have decided on your profile name, highlight *Done* and press the A button to confirm your profile name and save this profile.

**Load Profile** – Highlight the *Load Profile* icon and press the A button to begin loading a saved profile. A list of saved profiles will appear. Highlight a profile by using the left thumbstick or directional pad and press the A button to load it.

### THE MAIN MENU

From here you may select which game mode you wish to play or adjust your game options.

#### Single Player Modes

**Career Mode** - In Career Mode, you are entered into a series of races and score points based on your finishing position. To progress you must achieve the Position Point Values required to “unlock” the next track.

**Arcade Mode** - Arcade Mode emulates the “Coin Op” style of game, where progression is based upon the use of Credits and qualification for the next “level” of play.

**Challenge Mode** - Here you are given the opportunity to try out various “challenges” in your favorite Mustangs. Compete in Time Trial Races or Slalom Races.



## Multiplayer Modes

**Quick Race** – Grab a friend, pick your favorite Mustangs, choose a track and race!

**Catch Up Race** – Here two players compete by outdistancing each other. You begin from a static start and the objective is to outdistance your rival.

## OPTIONS

### CONTROLLERS

**Configuration** – This is where you change the button configuration of your controller. Highlight Configuration and press left/right on the directional pad to cycle through the various button layouts.

**Vibration** – Here you are given the option to enable/disable the vibration function of your controller. Highlight Vibration and press left/right on the directional pad to toggle the vibration function.

### SOUND

**Music Volume** – This is where you adjust the music volume. Highlight Music Volume and press left/right on the directional pad to adjust the music volume.

**Sound Volume** – This is where you adjust the sound effects volume. Highlight Sound Volume and press left/right on the directional pad to adjust the sound effects volume.

**Progress** – This is where you can view your game progress, including number of cars unlocked, total style points, and number of lap records.



## THE RACE DISPLAY

Lap Indicator

Position Indicator

Race Timer

Message Display



Race Map

Tachometer

Speedometer

Gear Indicator

### DRAFTING

Drafting is a technique that is used by drivers in almost every type of automobile racing. It can help you turn a race around when it looks like there is no hope. To draft, stay directly behind a fellow racer and watch your speedometer. When it begins to turn yellow, you are drafting. You will gain speed and you can use this to pass your opponent. Remember, your opponents can also draft when they are behind you.



### THE PAUSE MENU

When you are in-game, you can press the START button to pause the game. A menu will appear on screen which gives you several options.

**Back to Race** – This will un-pause the game and return you to the race.

**Options** – This will take you to the in-game options menu.

**Retry** – This will restart the race from the beginning, but remember that in Arcade mode, this will use one of your credits.

**Quit Race** – This will end the current race and return you to the previous menu.

## HOW TO DRIVE WITH STYLE

### STYLE POINTS

Style Points are awarded for pulling off maneuvers that require skill and control to execute, such as power slides and feints. Style points will also be needed to unlock certain Mustangs.

As you begin a style move, the name of the move plus the number of points you are scoring appears on screen. For certain moves, the score will continue to increase the longer you hold the move. Should you hit another vehicle or collide with any element of the track, you will lose any points you were accumulating.

Here is a list of all of the moves that will earn you style points:

<b>Power Slide</b>	Drift by applying the throttle to induce loss of rear wheel traction.
<b>E-brake Drift</b>	Drift by using the emergency brake to swing the rear of the car.
<b>Braking Drift</b>	Drift by using the foot brake to lose traction in the front wheels.
<b>Jump Drift</b>	Drift by banging the car off a curb or other large obstruction in a way that induces loss of rear wheel traction.
<b>Long Drift</b>	Extend your current drift for a long period of time.
<b>Kansei Drift</b>	Enter a corner at full speed and then release the throttle suddenly, inducing a drift with no throttle.
<b>Feint</b>	Turn the car in one direction and then suddenly in the other, using the sudden weight shift from one side to the other in order to break rear wheel traction.
<b>Swaying</b>	Large long drift, first to one side, then the other, and so on.
<b>Big Air</b>	Put some vertical distance between your car and the ground.
<b>Two Wheels</b>	Get the car up on two wheels.
<b>Drafting</b>	Use an opposing racecar's slipstream to gain an aerodynamic advantage.
<b>Near Miss</b>	Drive near traffic cars without colliding.

### THE CAR SELECT SCREEN



Here you may select which car you wish to drive. As you progress through the game, more cars become available. Cars unlocked in Arcade Mode may be used in some Career and Quick Race modes and vice-versa. To unlock the full complement of Mustangs in **Ford Mustang**, you must complete all game modes.

Cycle through the available cars by using the left thumbstick or directional pad. Each car is rated based on Acceleration, Top Speed and Handling. When selecting a car, you will notice a five star rating for each category. This will help determine which car is best suited for each track.

After selecting a car, if available, you may select the color of the car. Once a car and color have been selected, you will then be prompted to select the Transmission Type.

### TRANSMISSION TYPES

Ford Mustang allows you to select 3 different types of Transmissions:

**Manual Transmission** - With this transmission, you shift up and shift down manually.

**Automatic Transmission** - With this transmission, you do not have to worry about shifting, as the game automatically changes gear for you.

**Semi-Automatic Transmission** - With this transmission you control the up-shift, but down-shifting is performed automatically by the game. This allows you to shift at higher, optimal revs.

## THE SERIES SELECTION SCREEN

In *Time Attack*, *Eliminator*, and *Career* modes, there are two series available: *Amateur* and *Professional*. *Professional* must be unlocked before it can be selected.

## THE TRACK SELECT SCREEN



Some game modes require you to select the track you wish to race upon. Note that initially not all tracks are available in every mode, but they will become unlocked as you progress through the game.

Press left/right on the directional pad to cycle through the available tracks and then select the one you wish to race.



## SINGLE PLAYER MODES

A number of Single Player Modes are available. When you select the Single Player option, you are taken to the Single Player Mode Screen where you may select which game mode you wish to play.

### Career Mode

Career Mode pits you against your rivals in a series of races where you score points based on your finishing position. To progress you must achieve the Position Point Values required to "unlock" the next track.

Position Points are awarded based upon finishing position:

<b>1st Place</b>	<b>500 Points</b>
<b>2nd Place</b>	<b>250 Points</b>
<b>3rd Place</b>	<b>100 Points</b>
<b>4th Place</b>	<b>0 Points</b>

Please note that points are only awarded for the best finishing position. For example, if you finished in 2nd place you would be awarded 250 Points. If you tried again and finished in 3rd position, you would not be awarded any additional points. Should you finish in 1st place, you would receive a further 250 Points (as you've already won 250 Points for the earlier second place finish).

Upon selection of this mode, you are prompted to select which series you wish to attempt – *Amateur* or *Professional*. Please note that *Professional* is only available once *Amateur* has been completed.

On the Track Select Screen you are informed of the Position Points Score required to open that track. Should you achieve the required score, that track now becomes available to race upon.

In the case of an "unlocked" track, you are shown your position and the Position Points scored. In addition, the Track Select Screen also displays a running total of your Position Points.

Once you have selected your Track, the race begins.

## ARCADE MODE

Arcade Mode emulates the "Coin-Op" style of game, where progression is based upon the use of credits and qualification for the next "level" of play.

In Arcade Mode there are three arcade-style games to choose from:

### **Quick Race**

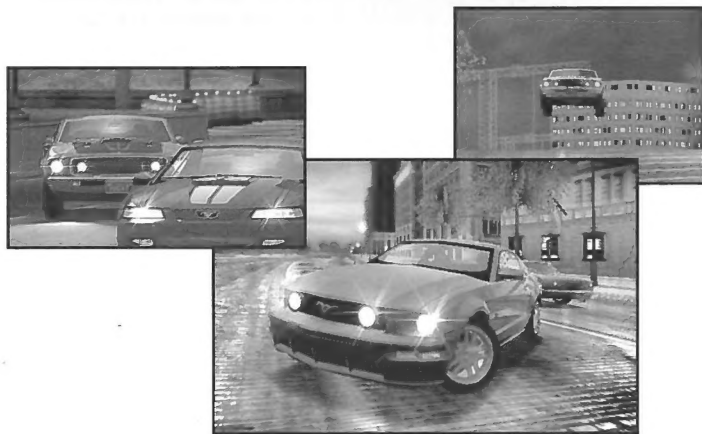
Here you may replay any of the races you have previously unlocked. As you progress through the game, you will unlock tracks and cars that may be used in Quick Race mode. Note that there is no progression in Quick Race mode.

### **Time Attack**

In this mode you compete in a series of three races, progressing by winning each subsequent race. In each race you must reach the next checkpoint within the designated time otherwise you will fail the race. You are given 3 credits to complete each series. Each time you fail or choose to retry a race, you will lose one credit. If you run out of credits, you will need to restart the series from the beginning.

### **Eliminator**

In this mode you compete in a series of races against 3 AI drivers. At the end of the race, the driver that finishes in last place is eliminated, thus reducing the field of competition and raising the position in which you must rank to proceed. In other words, in the first race you must finish in 3rd or better in a field of 4 competitors. In the next round, you must finish 2nd or better in a field of 3 competitors and in the final round you must finish 1st against just one rival.



## CHALLENGE MODE

Here you are given the opportunity to push your Mustang's speed and handling to the limit. Time Trial will test your ability to beat a best time on a given course while the Slalom challenge will test your ability to maneuver through a series of gates.

### **Time Trial Challenge**

In Time Trial Challenges, you must complete three laps in the fastest possible time. At the start of the challenge, you are informed of the best time and the number of laps you must complete in that time.

When the record is beat the challenge is completed.

### **Slalom Challenge**

In Slalom Challenges, you must complete a circuit track in a specified amount of time while successfully navigating a series of gates. A required number of gates which must be passed through successfully is given at the beginning of the race. You must achieve this goal if you are to progress to the next track.

Each track has three modes of difficulty. Difficulty is based on time and number of required gates. With each level of difficulty, the required race time is decreased while the required number of gates increases.



## MULTIPLAYER

In Multiplayer Mode, two players may race each other head-to-head on any of the tracks unlocked in the Single Player Game Modes. Upon selection of this option, you are asked which Multiplayer Mode you wish to compete in:

### **Multiplayer Quick Race**

This mode behaves in an identical manner to Single Player Quick Race, in that there's no progression. Simply select the Track you wish to race upon and which cars you wish to drive. The winner is the first player to pass the finish line on the final lap of the race.

### **Catch Up Race**

Here two players compete by outdistancing each other. The objective is to get 100 meters ahead of your rival and maintain that lead for 10 seconds. If a player manages to get sufficiently ahead of their rival, a clock starts ticking down from 10 to 0.

If the lagging player does not manage to close the distance within the time, the race stops and the player in the lead is awarded a Point.

Both players are now repositioned upon the track, but the lagging player is given a head start over the winner and the challenge continues, with the drivers again attempting to outdistance each other. The head start is cumulative, so if a player loses twice in a row, they are given double the head starts.

The 1st player to reach 10 points wins!





## Credits

### **Developed by** **Eutechnyx Limited**

#### **Managing Director** Brian Jobling

#### **Executive Producer** Dave Thompson

#### **Director of Business Development** Darren Jobling

#### **Project Manager** (Coding) Graeme Love

#### **Creative Manager** Mark Barton

#### **Technology Manager** Mark McClumph

#### **Internal Audit Manager** Jon Murray

#### **Programming Manager** Andrew Perella

#### **Marketing Director** Paul Jobling

#### **Lead Designer** Kev Shaw

#### **Car Team Manager** Neil Massam

#### **Programming Team** Andy Buck Ben Clark Caleb Leeke Chris Cummirigs Craig McHugh Dale Norton Darryn Robson

David Hawes  
Dinesh Machap  
Frank Mingbo Li  
Joe Stevens  
John Dye  
Karl Douglass  
Lee Clark  
Mathew Bennett  
Nathan Whitaker  
Peter Davies  
Richard Bangs  
Richard Whitehead  
Steven Stewart  
Tim Stephenson  
Tony Carter

#### **Graphics Team**

Alan Kwok  
Anthony Thornton  
Chris Brown  
Chris Owens  
James Palmer  
Joe Ellis  
Joe Hope  
Jon Bursey  
Jonathan Chater  
Jonathan O'Dell  
Lee Doyle  
Malcolm Chater  
Oliver Gainford  
Paul Claessens  
Paul Davidson  
Phill Higgs  
Rachel McClumph  
Richard Coates  
Richard Wearmouth  
Sam Neale  
Stan Ward  
Stuart Thorniley  
Terry Jackson

#### **Set Up** Graham James James McCreadie

#### **Internal Audit** Greg Loscombe Sam Zaroug

#### **Audio & SFX** Karl Douglass Bruce Carlyon Tim Haywood

#### **IT Support** Marc "Kheops" Schuszler

#### **In-House QA** Andreas Firnigl Jonathan Urwin

#### **Voice Scripts and Direction** Kev Shaw Paul Jobling

#### **Special Thanks** Amanda Jobling Arwen Duddington Bill Neely Blair Roddan Bright Lights City Cruise Carl & Toni Christina Fiddes Chuck Lamothe Curtis Baker David Jeffries Fred Thompson Friendly Ford Gaudin Ford Jack Dinning John Steynis Justin Collingwood Keith Swain Kent Brown & Sherry Larry Gareffa Mark Brown Matt Hunt Michael Evans

Michael Stockton  
Mustang Club of  
Las Vegas  
Richard Baxter  
Ron Silva  
Rosemary Temple  
Stan Morris  
Terry Green  
Tom Simmons

#### **Voice Talent** Glenn Wrage Ian Porter Engineered by Adrian Sear at Soundtracks Studios, London.

#### **Additional Programming** Mere Mortals

#### **Additional Graphics** 4 Elements Media A Carré Alive Interactive Art Coding Infusion Games Interserv Quirios Entertainment Sumo Digital

#### **External SFX** Jonathan Colling at Octagon Music Productions

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**General Manager,**  
**2K Games**  
**Los Angeles**  
Bill Gross

**Producer**  
Brian Etheridge

**Senior Producer**  
Steve Baldoni

**Product Development**  
**Coordinator**  
David Barksdale

**Quality Assurance**  
**Director**  
Michael Motoda

**Quality Assurance**  
**Lead Tester**  
Emerson Dibley

**Quality Assurance**  
**Senior Tester**  
Alice Sebastian  
Jennings

**Quality Assurance**  
**Standards Testers**  
Dave Astremitzkov  
Angel Gonzalez  
Greg MacCauley  
Mariano Merino  
Fady Nehme  
Bianca Olson

**Quality Assurance Team**  
David Bell  
Dimitri Del Castillo  
Manuel Diaz, III  
Juan Luis Flores, Jr.  
Andrew Garrett  
Owen Hopson

Sean Johnson  
Kristin Kerwitz  
Shiloe Swisher  
Tram Tran  
Louise Yang  
Haoyan Zhang

**Additional Quality**  
**Assurance Testers**  
Steven Allstead, Jr.  
Tristan J Clark  
Christopher Cook  
Daniel Eguia  
Mike Greening  
Matthew Hansen  
Michael Huang  
Kris Johnson, II  
Jesse Kude  
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Austin L Meredith  
Drew Rogers  
Emilio Rossal  
Ben Sykes  
Sergey Tiraspolisky  
Tammy Wong

**Director of Business**  
**Development**  
Andy Babb

**Director of Marketing**  
Jean Raymond

**Product Manager**  
Scott Brosky

**Marketing Coordinator**  
Kristin Ladner

**AV Producer/Editor**  
David Saperstein

**Graphic Designer**  
Fernando Muñoz

**Production Artist**  
Marti Lou Maimoni

**Vice President of**  
**Operations**  
Lorena Billig

**Operations Analyst**  
Julian Purcell

**Director of Human**  
**Resources**  
Suzanne Cantey

**Network Administrator**  
Mick Fagre

**Network**  
**Technician/Product**  
**Support**  
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**Production Team**  
Laura Battistuzzi  
Jason Bergman  
Andrea Borzuku  
Eric Duncan  
Daniel Einzig  
Christoph Hartmann  
Lydia Jenner  
Ryan Kaminaga  
Jennifer Kolbe  
Richard Kruger  
Susan Lewis  
Chris Madgwick  
Adeline Petros  
Merja Reed  
Dorian Rehfield  
Matt Schlosberg  
Sarah Seaby  
Mark Ward

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Patrick Mulligan  
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beyond!

## **Music Credits**

**Soundtrax Music Services, Inc.**  
[www.soundtrax.mu](http://www.soundtrax.mu)

**Music Supervisor**  
Androo Mitchell

**Assistant Music Supervisor**  
Tracy McAuley

**"False Alarm"**  
Written by Jon Gooch, Shawn Vidal, Jordan  
Penner and Ryan Rempel  
Performed by The Home Team  
Published by Alcala Entertainment  
(ASCAP)  
From the album: Time and Place  
Music Delivered by Rumblefish  
[www.rumblefish.com](http://www.rumblefish.com)

**"Second Try"**  
Written by Marco DiFelice, Adam Mott,  
Rob Passero, Michael Rosenthal  
Performed by Supergarage  
From the album: Elvis Was Bigger Than  
The Beatles  
Published by Supergarage Music (BMI)  
Appears courtesy of Supergarage Music /  
Sextant Records  
[www.supergarage.com](http://www.supergarage.com)

**"Stained & Destroyed"**  
Written by Hollywood / Stax  
Performed by Pistol Grip  
From the album: Tear it All Down  
Published by PG13 Music (BMI)  
Appears courtesy of BYO Records  
[www.byorecords.com](http://www.byorecords.com)

**"Intentions Change"**  
Written by Uncut  
Performed by Uncut  
From the album: Those Who Were Hung  
Hang Here  
Published by Uncut  
appears courtesy of Paper Bag Records  
[www.paperbagrecords.com](http://www.paperbagrecords.com)

**"Sick of Being at Home"**  
Written by Daniel Xavier Plante and  
Philippe-Aubert Messier  
Performed by Pox  
Published by Position Music Publishing  
From the album: Pox  
Appears courtesy of Apollo Productions  
By arrangement with Position Music  
[www.pox-music.com](http://www.pox-music.com)

**"Rockets and Jets"**  
Written by Dan Phillips / Steve Visneau /  
Rob Marchant  
Performed by Slowride  
Published by Slowmag / Portly Pickle  
(ASCAP)  
From the album: As I Survive The Suicide  
Bomber  
Appears courtesy of Deep Elm Records  
[www.deeplm.com](http://www.deeplm.com)

**"Winter"**  
Written by Dan Phillips / Steve Visneau /  
Rob Marchant  
Performed by Slowride  
Published by Slowmag / Portly Pickle  
(ASCAP)  
From the album: As I Survive The Suicide  
Bomber  
Appears courtesy of Deep Elm Records  
[www.deeplm.com](http://www.deeplm.com)

**"We Woke Up a Fire"**  
Music Written by: A Faith Called Chaos  
Lyrics by: Jon Logan Allred  
Performed by A Faith Called Chaos  
Published by: J.Allred, D. Hearne, A. Terrill,  
Z. Jobin, J.Trujillo, A.Bertholdi - (BMI)  
From the album: Forgive Nothing  
Appears courtesy of Volcom  
Entertainment  
[www.volcoment.com](http://www.volcoment.com)

**"Right On Through"**  
Written by Roadsaw.  
Performed by Roadsaw.  
From the album: Raw n Roll  
Published by Shot From a Cannon Music  
(BMI)  
Appears courtesy of Roadsaw, Madoak  
Recording  
[www.madoakstudio.com](http://www.madoakstudio.com)

### **"Keep Movin"**

Written by Kidd Spike  
Performed by The Gears  
From the album: Rockin' At Ground Zero  
Published by Way Cool Music BMI  
Appear courtesy of Dionysus Records  
By arrangement with Natural Energy Lab  
[www.dionysusrecords.com](http://www.dionysusrecords.com)

### **"White Dove"**

Performed by The Sound of Urchin  
Written by Tomato  
From the forthcoming release  
entitled: The Diamond  
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[www.soundofurchin.com/](http://www.soundofurchin.com/)  
[www.mediacreature.com](http://www.mediacreature.com)

### **"The Jack-O-Lantern"**

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[www.soundofurchin.com/](http://www.soundofurchin.com/)  
[www.mediacreature.com](http://www.mediacreature.com)

### **"Leeches"**

Performed by Last Laugh  
Written by Chris Ziemba, Matt House, Les  
Jollisse, Scott Fereshetian and Chris Tobin  
Used by permission from Our Last Laugh  
(BMI)  
Courtesy of Suburban Noize Records  
By arrangement with Media Creature  
Music  
[www.suburbannoizerecords.com/](http://www.suburbannoizerecords.com/)  
[www.mediacreature.com](http://www.mediacreature.com)

### **"Living to Crash"**

Performed by Shea Roberts  
Written by Shea Roberts  
Used by permission from Media Creature  
Music (ASCAP)  
Courtesy of Media Creature Music  
[www.mediacreature.com](http://www.mediacreature.com)

### **"Make It"**

Performed by Big Midnight  
Written by Shea Roberts  
From the Alive Records release:  
Everything For The First Time  
Used by permission from Media Creature  
Music (ASCAP)  
Courtesy of Alive Records, by exclusive  
arrangement with Media Creature Music  
[www.alive-totalenergy.com/](http://www.alive-totalenergy.com/)  
[www.mediacreature.com](http://www.mediacreature.com)

### **"Wake up Call"**

Written by Hawthorne Heights, whose  
members include, Eron Bucciarelli,  
Casey Calvert, Micah Carli, Matt Ridenour,  
and JT Woodruff  
Performed by Hawthorne Heights  
From the album: The Silence in Black and  
White (Instrumental Version)  
Published by Another Victory, ASCAP  
Appears courtesy of Victory Records  
[www.victoryrecords.com](http://www.victoryrecords.com)

## **Notes**

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